

EBERRON

GIVEN NAME _____

•SEX _____ •AGE _____ •APPARENT AGE _____

•HEIGHT _____ •WEIGHT _____ •EYES _____ •HAIR _____

•LEIGE / PATRON _____

•RELATIVES _____

•HOMELAND _____

•RELIGION / DIET _____

•PERSONALITY / QUIRKS _____

•PERSONAL ETHOS _____

•LANGUAGES (•NATIVE _____)

SKILL POINTS PER LEVEL

•1ST _____ : (_____ +INT _____)x _____ = _____
 •CLASS _____ : _____ +INT _____ = _____
 •CLASS _____ : _____ +INT _____ = _____
 •CLASS _____ : _____ +INT _____ = _____
 •CLASS _____ : _____ +INT _____ = _____

VARIABLE SKILLS	Class	SKILLS	Key Ability	TOTAL MOD	ABL MOD	Ranks	Misc. MOD	Syn. MOD
—	CRAFT (_____)	INT		=	+	+	+	+
—	CRAFT (_____)	INT		=	+	+	+	+
—	CRAFT (_____)	INT		=	+	+	+	+
—	CRAFT (_____)	INT		=	+	+	+	+
—	RNOW (Arcana)	INT		=	+	+	+	+
—	RNOW (Arc & Eng)	INT		=	+	+	+	+
—	RNOW (Dungeons)	INT		=	+	+	+	+
—	RNOW (Geography)	INT		=	+	+	+	+
—	RNOW (History)	INT		=	+	+	+	+
—	RNOW (Local)	INT		=	+	+	+	+
—	RNOW (Nature)	INT		=	+	+	+	+
—	RNOW (Nobility)	INT		=	+	+	+	+
—	RNOW (Religion)	INT		=	+	+	+	+
—	RNOW (The Planes)	INT		=	+	+	+	+
—	RNOW (_____)	INT		=	+	+	+	+
—	RNOW (_____)	INT		=	+	+	+	+
—	RNOW (_____)	INT		=	+	+	+	+
—	RNOW (_____)	INT		=	+	+	+	+
—	PERFORM (_____)	CHA		=	+	+	+	+
—	PERFORM (_____)	CHA		=	+	+	+	+
—	PERFORM (_____)	CHA		=	+	+	+	+
—	PERFORM (_____)	CHA		=	+	+	+	+
—	PROF. (_____)	WIS		=	+	+	+	+
—	PROF. (_____)	WIS		=	+	+	+	+
—	PROF. (_____)	WIS		=	+	+	+	+
—	PROF. (_____)	WIS		=	+	+	+	+

SKILLS	Class	SKILLS	Key Ability	TOTAL MOD	ABL MOD	Ranks	Misc. MOD	Syn. MOD
—		APPRAISE	INT		=	+	+	+
—		BALANCE	DEX		=	+	+	+
—		BLOFF	CHA		=	+	+	+
—		CLUMB	STR		=	+	+	+
—		CONCENTRATION	CON		=	+	+	+
—		DECIPHER SCRIPT	INT		=	+	+	+
—		DIPLOMACY	CHA		=	+	+	+
—		DISABLE DEVICE	INT		=	+	+	+
—		DISGUISE	CHA		=	+	+	+
—		ESCAPE ARTIST	DEX		=	+	+	+
—		FORGERY	INT		=	+	+	+
—		GATHER INFO	CHA		=	+	+	+
—		HANDLE ANIMAL	CHA		=	+	+	+
—		HEAL	WIS		=	+	+	+
—		HIDE	DEX		=	+	+	+
—		INTIMIDATE	CHA		=	+	+	+
—		JUMP	STR		=	+	+	+
—		LISTEN	WIS		=	+	+	+
—		MOVE SILENTLY	DEX		=	+	+	+
—		OPEN LOCK	DEX		=	+	+	+
—		RIDE	DEX		=	+	+	+
—		SEARCH	INT		=	+	+	+
—		SENSE MOTIVE	WIS		=	+	+	+
—		SLEIGHT OF HAND	DEX		=	+	+	+
—		SPEAK LANGUAGE	-----		=	+	+	+
—		SPELLCRAFT	INT		=	+	+	+
—		SPOT	WIS		=	+	+	+
—		SURVIVAL	WIS		=	+	+	+
—		SWIM	STR		=	+	+	+
—		TUMBLE	DEX		=	+	+	+
—		USE MAGIC DEVICE	CHA		=	+	+	+
—		USE ROPE	DEX		=	+	+	+
—		_____	_____		=	+	+	+
—		_____	_____		=	+	+	+
—		_____	_____		=	+	+	+
—		_____	_____		=	+	+	+

CHARACTER HISTORY _____

PROFICIENCIES _____

WEAPONS: SIMPLE MARTIAL
 ARMOR: LIGHT MEDIUM HEAVY
 SHIELDS
 SPECIFIC/EXOTIC WEAPONS _____

MISCELLANEOUS



GEAR & MOVEMENT

MOVEMENT *	ROUND	TACTICAL	SWIM	FLY
	Base			
	Hustle			
	Run (x3)		X	
	Run (x4)		X	

WEIGHT TALLY

FROM ARMOR _____

FROM WEAPONS _____

FROM EQUIPMENT _____

CURRENT LOAD lbs.

CARRYING CAPACITY *

LOAD	WT CARRIED	MAX DEX	CHECK	RUN
LIGHT		NORM	NORM	NORM
MEDIUM		+3	-3	X4
HEAVY		+1	-6	X3

FEATS OF STRENGTH

Max Load	Max Load X2	Max Load X5
<input style="width: 50px; height: 30px;" type="text"/>	<input style="width: 50px; height: 30px;" type="text"/>	<input style="width: 50px; height: 30px;" type="text"/>
Lift Over Head	Lift Off Ground	Push Or Drag

* Refer to tables 9-1 and 9-3 on page 162 of the Dungeons & Dragons Player's Handbook, v.3.5.

EQUIPMENT	ITEM	COST	LOCATION	WT.

STANDARD CURRENCY

PLATINUM	WT.
GOLD	
SILVER	
COPPER	

OTHER CURRENCIES

	WT.

GEMS AND VALUABLES

#	Type	Value	WT.

ARMOR & SHIELDS

TYPE _____	Spell Fail _____	Don-Time _____
AC+ _____ Max DEX _____	Check _____	Spd _____ wt _____
TYPE _____	Spell Fail _____	Don-Time _____
AC+ _____ Max DEX _____	Check _____	Spd _____ wt _____

DEFENSIVE MAGIC-ITEMS

ITEM _____	AC+ _____	Type _____
ITEM _____	AC+ _____	Type _____
ITEM _____	AC+ _____	Type _____
ITEM _____	AC+ _____	Type _____

Record additional magic-item info, such as weight and slots, on magic-item sheet.

CONSUMABLES

	LOCATION	WT.
WATERSKINS (# 1/2 gl) <input style="width: 100px;" type="text"/>		
WINEKINS (# 1/2 gl) <input style="width: 100px;" type="text"/>		
RATIONS (# days) <input style="width: 100px;" type="text"/>		
<input style="width: 100px;" type="text"/>		
OTHER FOODS		
FEED (# days) <input style="width: 100px;" type="text"/>		



MAGICAL INFORMATION

SPECIALIST SCHOOL: _____

PROHIBITED SCHOOLS: _____

SPELLS KNOWN										
Level	0	1	2	3	4	5	6	7	8	9
[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]
CURRENT DAILY SPELL ALLOTMENT										
Class: _____										
Caster Level _____ Spells Per Day _____										
Caster Level	0	1	2	3	4	5	6	7	8	9
[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]
DC	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]

SPELLS KNOWN										
Level	0	1	2	3	4	5	6	7	8	9
[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]
CURRENT DAILY SPELL ALLOTMENT										
Class: _____										
Caster Level _____ Spells Per Day _____										
Caster Level	0	1	2	3	4	5	6	7	8	9
[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]
DC	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]

CLERICAL INFORMATION	
DIETY: _____	<div style="border: 1px solid black; border-radius: 50%; width: 60px; height: 60px; margin: 0 auto;"></div> HOLY SYMBOL
DOMAIN: _____	
GRANTED POWER: _____	
DOMAIN: _____	
GRANTED POWER: _____	

TURN/REBURE UNDEAD	
TURNING CHECK RESULT	UNDEAD AFFECTED MAXIMUM HIT DICE
0 or lower	Cleric's level -4
1-3	Cleric's level -3
4-6	Cleric's level -2
7-9	Cleric's level -1
10-12	Cleric's level
13-15	Cleric's level +1
16-18	Cleric's level +2
19-21	Cleric's level +3
22 or higher	Cleric's level +4

TURN AS _____

PER DAY _____

CHECKS _____

DMG _____

RANGE _____

NOTES _____

CLERICAL TITLE: _____

CLERICAL RANKING: _____

FAMILIAR/ANIMAL COMPANION

NAME: _____

SPECIES: _____

ALIGNMENT: _____

ABILITIES		MOD
STR	[]	[]
DEX	[]	[]
CON	[]	[]
INT*	[]	[]
WIS	[]	[]
CHA	[]	[]

* Familiar's base INT is 6, +1 per 2 Master's lvl

AC	TOTAL	FLATFOOT	TOUCH
[]	[]	[]	[]

HIT DICE (Familiar = master's lvl): _____

HIT POINTS (Familiar = 1/2 master's total)

TOTAL	CURRENT
[]	[]

SAVING THROWS

TOTAL	Master's Base	ABILITY MOD	TEMP MOD
FORT []	= []	+ []	+ []
REF []	= []	+ []	+ []
WILL []	= []	+ []	+ []

ATTACK BONUS

TOTAL	Master's ATK+	ABILITY MOD	SIZE MOD
MLE []	= []	+ []	+ []

ATTACKS: _____

FULL ATTACK: _____

SIZE/TYPE: _____

INITIATIVE: _____

SPEED: _____

TRICKS: _____

SPECIAL QUALITIES _____

SKILLS _____

FEATS _____

CARRYING CAP: _____

CURRENT LOAD: _____

FAMILIAR SPECIAL ABILITIES

LVL	+AC	Abilities
<input type="checkbox"/> 1-2	+1	Alertness, imp. evasion, share spells, empathic link
<input type="checkbox"/> 3-4	+2	Touch
<input type="checkbox"/> 5-6	+3	Speak with master
<input type="checkbox"/> 7-8	+4	Speak with like animals
<input type="checkbox"/> 9-10	+5	
<input type="checkbox"/> 11-12	+6	Spell resistance
<input type="checkbox"/> 13-14	+7	Scry on familiar
<input type="checkbox"/> 15-16	+8	
<input type="checkbox"/> 17-18	+9	
<input type="checkbox"/> 19-20	+10	

DROIDIC SPECIAL ABILITIES

LVL	±HD	±AC	±STR/DEX	±Tricks	Special
<input type="checkbox"/> 1-2	+0	+0	+0	1	Link, share spells
<input type="checkbox"/> 3-5	+2	+2	+1	2	Evasion
<input type="checkbox"/> 6-8	+4	+4	+2	3	Devotion
<input type="checkbox"/> 8-11	+6	+6	+3	4	Multiattack
<input type="checkbox"/> 12-14	+8	+8	+4	5	
<input type="checkbox"/> 15-17	+10	+10	+5	6	Improved evasion
<input type="checkbox"/> 18-20	+12	+12	+6	7	



ARCANE SPELL DESCRIPTION

SPELL		Level	Comp.	Cast Time
Saving Throw	Resistance	Target / Effect / Area	Range	
Duration	School / Domain		Ref	
Material Components				
Description				

SPELL		Level	Comp.	Cast Time
Saving Throw	Resistance	Target / Effect / Area	Range	
Duration	School / Domain		Ref	
Material Components				
Description				

SPELL		Level	Comp.	Cast Time
Saving Throw	Resistance	Target / Effect / Area	Range	
Duration	School / Domain		Ref	
Material Components				
Description				

SPELL		Level	Comp.	Cast Time
Saving Throw	Resistance	Target / Effect / Area	Range	
Duration	School / Domain		Ref	
Material Components				
Description				

SPELL		Level	Comp.	Cast Time
Saving Throw	Resistance	Target / Effect / Area	Range	
Duration	School / Domain		Ref	
Material Components				
Description				

SPELL		Level	Comp.	Cast Time
Saving Throw	Resistance	Target / Effect / Area	Range	
Duration	School / Domain		Ref	
Material Components				
Description				

SPELL		Level	Comp.	Cast Time
Saving Throw	Resistance	Target / Effect / Area	Range	
Duration	School / Domain		Ref	
Material Components				
Description				

SPELL		Level	Comp.	Cast Time
Saving Throw	Resistance	Target / Effect / Area	Range	
Duration	School / Domain		Ref	
Material Components				
Description				

SPELL		Level	Comp.	Cast Time
Saving Throw	Resistance	Target / Effect / Area	Range	
Duration	School / Domain		Ref	
Material Components				
Description				

SPELL		Level	Comp.	Cast Time
Saving Throw	Resistance	Target / Effect / Area	Range	
Duration	School / Domain		Ref	
Material Components				
Description				



PSIONIC POWERS

POWER			Discipline (Ability)
Level	Manifestation Time	Power Resistance?	Saving Throw
Range	Duration	Area	Target
Power Points	Display (_____)		Save DC
Summary			Ref.

POWER			Discipline (Ability)
Level	Manifestation Time	Power Resistance?	Saving Throw
Range	Duration	Area	Target
Power Points	Display (_____)		Save DC
Summary			Ref.

POWER			Discipline (Ability)
Level	Manifestation Time	Power Resistance?	Saving Throw
Range	Duration	Area	Target
Power Points	Display (_____)		Save DC
Summary			Ref.

POWER			Discipline (Ability)
Level	Manifestation Time	Power Resistance?	Saving Throw
Range	Duration	Area	Target
Power Points	Display (_____)		Save DC
Summary			Ref.

POWER			Discipline (Ability)
Level	Manifestation Time	Power Resistance?	Saving Throw
Range	Duration	Area	Target
Power Points	Display (_____)		Save DC
Summary			Ref.

POWER			Discipline (Ability)
Level	Manifestation Time	Power Resistance?	Saving Throw
Range	Duration	Area	Target
Power Points	Display (_____)		Save DC
Summary			Ref.

POWER			Discipline (Ability)
Level	Manifestation Time	Power Resistance?	Saving Throw
Range	Duration	Area	Target
Power Points	Display (_____)		Save DC
Summary			Ref.

POWER			Discipline (Ability)
Level	Manifestation Time	Power Resistance?	Saving Throw
Range	Duration	Area	Target
Power Points	Display (_____)		Save DC
Summary			Ref.

POWER			Discipline (Ability)
Level	Manifestation Time	Power Resistance?	Saving Throw
Range	Duration	Area	Target
Power Points	Display (_____)		Save DC
Summary			Ref.

POWER			Discipline (Ability)
Level	Manifestation Time	Power Resistance?	Saving Throw
Range	Duration	Area	Target
Power Points	Display (_____)		Save DC
Summary			Ref.

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Range	Duration	Area	Target
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